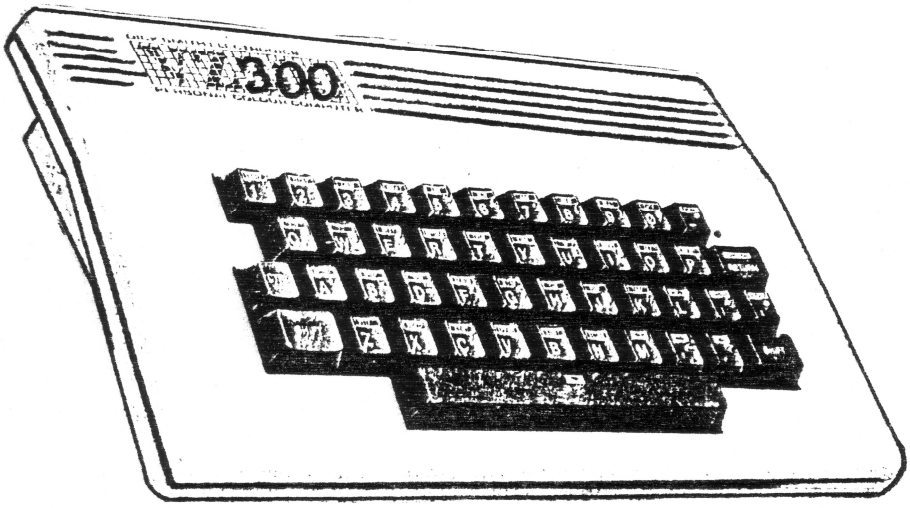
VZ-LINK

NEWSLETTER



AUCKLAND VZ 300 / 200
COMPUTER USERS CLUB
P.O BOX 1972 c.p.o

ISSUE No: 9 - JUNE 87

Postal address Phone 673-967 before 9 PM please

P.O.BOX 1972 C.P.O AUCKLAND

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CONTRIBUTIONS

The following points will help those thinking of sending programs for publication in this newsletter.

If possible send a listing and a tape of your program. This helps me prepare the newsletter and avoid mistakes. The tape will be returned when i have finished with it.
Include some notes on what the program does and how to use it.
What is painfully obvious to the author is often obscure to we users.

For long or complex program's let me know if i can supply members with a copy of it on tape or if you are prepared to do this yourself.

The auckland users club will not be held responsible for the breeching of copyright caused by the publication of any material sent in under a false name.We like to check that we have permission to reproduce programs and items. and thank those that have given their permission to do so.

I URGENTLY REQUIRE PROGRAMS AND ITEMS FOR THIS NEWSLETTER.

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Membership $10.00 per year(for 12 issues of newsletters)
This newsletter is available to members only.
New members will receive back issues(if available) free on request

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VZ 300/200 COMPUTER CLUB

VZ NEW'S

First the news (as they say in all good maqs)

Norman has left D.S.E and we welcome his replacement Brett Armstrong to the commerce street store .Brett has ordered more software for the VZ. I am sure all us users look forward to the arrival of this software. Brett is also responsible for the new Vz display in store,theVZ sure looks better sitting on a computer table then it did sitting on the floor. Thanks Brett ,keep up the good work.While on about D.S.E , the store at Avondale has nearly the full range of software for the VZ.

If you have the printer/plotter and are in need of new pens, Sharp at 373 NewNorth road (opp Tip Top bread) have set's of 4 colours or 4xblack for $11-95 retail.This is better then paying $15 or $16 at D.S.E (when they can get them).

Believe it or not between the release of the games Hamburger Sam and Crash etc D.S.E released in Australia,a game called Galaxon. This game is a version of the arcade game called GALAXIAN.The HI-RES graphics and sound effects all add up to a fanstastic game !. You control a ship which has to destroy a fleet of alien invaders. The fleet has two command ships which score extra points if hit.the aliens come at you from all angles,either crashing into you or dropping bombs which will destroy you .Use joysticks or the keyboard to move your ship and destroy the aliens!!.

Sound's interesting doesn't it.Well for some reason this game is not Available in New Zealand and no one seem's to know why.At the moment i am trying to arrange for a copy to be sent from Australia,if anyones interested .

I am also writing a review of missile attack at the moment,and it will appear in this newsletter soon.

In the last issue we printed Scott Le Brun's software price list. At the top of thisprice list it should read

NEW ZEALAND PLEASE ADD A$2-00 FOR P&P

Scott will also offer the club a 25% discount on orders of 10 or more mixed programs , so let me know if you are interested,as this offer is to good to miss.

Acknowledgement's

WE would like to thank the following people who contributed to this issue;

Super witch program - Scott le Brun - Vz Down Under
Disk Drive Hints & tips-Joe Leon - Hunter Valley VZ
Extended Basic REVIEW - Mark Harwood - VZ User
Galaxon Review - Scott le Brun
VSoftwareZ price list - John D'alton - Le'vz oop

BETTER BASIC

This month we're going to look at another BASIC instruction which can be confusing for newcomers;the CLEAR command.Original VZ200 users would be excused if they hadn't even heard of the command,considering it did not appear in at least one of the early VZ200 User Manuals.

Before we go any further,we recommend that you read 'Inside the VZ' before going on.

As we said earlier,the BASIC interpreter uses a section of User RAM, at the very top of memory for storing string variables.In default mode (after switch-on),this area is 50 bytes in length.However,if you've ever written a program which uses a modest number of long strings,you'll be familiar with the fact that this is often not enough,as indicated by the ?OUT OF SPACE ERROR.The CLEAR command can be used to increase or decrease the amount of memory set aside for string storage,and has the simple format:

CLEAR n

where n is the number of bytes to reserve as string space.(n can be a variable).remember the more memory you set aside for string space,the less User RAM available for your BASIC program and other variables.It is therefore wise to consider carefully how much valuable RAM to set aside. Here's a few points to keep in mind:

1. Strings have a maximum length of 256 characters,independent of how much string space is set aside.
2. Strings can only be half the length of string space in length themselves.That is,if you set aside say 300 bytes,your strings can only be 150 characters long.
3. If your program uses no strings at all,you can CLEAR 0 to get maximum memory for large programs and dimensional arrays.
4. The Start of String Space pointer is stored in 78A0/1H (30880/1) and thus to find out how much string space is currently set aside,subtract the value of this pointer from your TOM.
5. Always put the CLEAR statement at the very start of your program.
6. When large numbers of diferent strings are being handled,delays can occur as a result of the action of the 'Garbageman'!

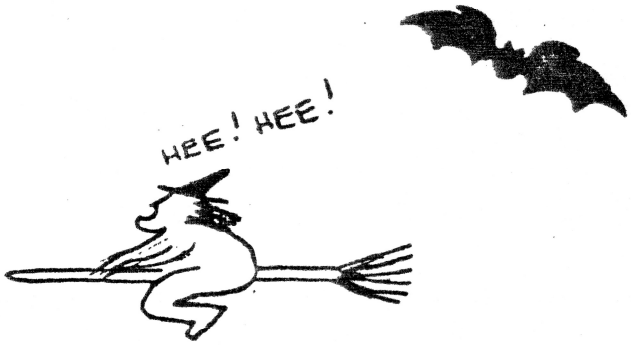
THE 'GARBAGEMAN':

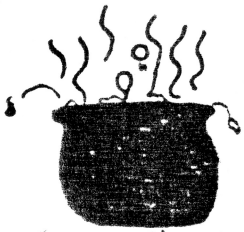
Those who have run programs where there is extensive use of strings are probably familiar with the action of the garbageman.Whenever a string is given a new value (set of characters),the BASIC interpreter stores its new value after the old one,instead of over the old one.If this happens a lot in a program,the interpreter eventually finds itself at the end of string space. It then has to go back and get rid of those old unwanted 'garbage' strings,and collect the active ones.When string space is large,and many different strings are in use,this can take a number of seconds.So when your program appears to have hung itself,don't worry,its just the garbageman doing his rounds!

SUPERWITCH PROGRAM

Your mission as assistant to superwitch, is to fly across the land on your broomstick collecting ingredients for her Potions. Superwitch gives you a list of what you need to get such as T (Toe of Newt) and B (Brain of Bat). The ingredients move Past beneathe you as you fly. Press any key to swoop down and collect one. You must land on the ingredient to Pick it up. Beware of the Broomstick Snatcher as she disguises herself as ingredients. If you land on her she will steal your broomstick. Luckyily you carry three spares. You must collect everything you need before you reach the cauldron. So grab that broomstick and FLY!!

```
2 REM FLYING WITCHES
5 CLEAR500
10 GOSUB700:GOSUB620
20 NW=4:M=0:FM=50
30 GOSUB530:N=NH
40 GOSUB550
50 EF=0:FF=0:HH=H
60 FORI=1TO4:G(I)=0:NEXTI
70 FORI=1TO4:A$=F$(I)+":":X=1
80 Y=1+I:GOSUB610:NEXTI
90 GOSUB490:GOSUB430
100 IFM=FM,250
110 IFEF=1,230
115 Q$=INKEY$:Q$=INKEY$
120 IFQ$="",90
130 HH=H-1:GOSUB510
140 GOSUB490:GOSUB430
150 H=HH
160 IFH>0,130
170 IFP=17,GOSUB320
180 IFFF=1,240
190 GOSUB530
200 HH=H+1:GOSUB510:GOSUB490
210 H=HH:IFH=NH,90
220 GOSUB430:GOTO200
230 A$="WELL DONE! SUPERWITCH IS PLEASEDWITH YOU":GOTO260
240 A$="OUT OF BROOMSTICKS!":GOTO260
250 A$="TOO LATE!"
260 X=1:Y=15:GOSUB610
270 FORI=1TO2000:NEXT:CLS:PRINT"ANOTHER GAME (Y/N)?"
275 Q$=INKEY$:Q$=INKEY$:IFQ$="",275
277 IFQ$<>"Y"ANDQ$<>"N",270
279 IFQ$="Y",RUNELSECLS:END
280 A$="W":X=P:GOSUB610
290 FORT=1TO1000:NEXTT
300 NW=NW-1:IFNW=0,FF=1
310 RETURN
320 IFW=1,GOSUB280:RETURN
330 G(R)=G(R)+1
340 A$=STR$(G(R)):X=17
350 Y=1+R:GOSUB610
360 P=19:GOSUB430
370 F=0
380 FORI=1TO4
390 IFG(I)>=N(I),F=F+1
400 NEXTI
410 IFF=4,EF=1
420 RETURN
430 GD=GD+1:IFGD=6,GD=1
440 A$=G$(GD):X=1:Y=15:GOSUB610
450 A$="  ":X=P:Y=14:GOSUB610
460 P=P+1:IFP=20,GOSUB550
470 X=P:A$=C$:GOSUB610
480 RETURN
```





```
490 A$="  Y= ":X=16:Y=14-HH
500 GOSUB 610 : RETURN
```

SUPERWITCH CONTINUED

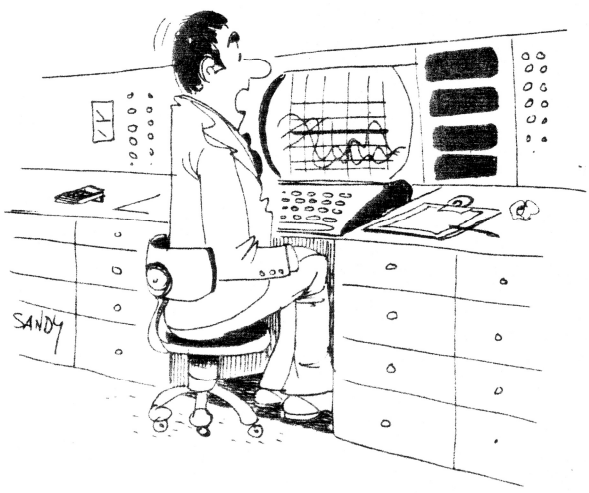
```
510 A$="     ":X=16:Y=14-H
520 GOSUB610:RETURN
530 NH=RND(5)+2
540 RETURN
550 R=RND(4)
560 W=0:IFRND(0)>.8,W=1
570 C$=LEFT$(P$(R),1):P=1
580 M=M+1
590 IFM=FM,C$="CAULDRON"
600 RETURN
610 PRINT@Y*32+X,A$;:RETURN
620 CLS:PRINT:PRINT
630 PRINT"THE POTION MUST HAVE":PRINT
640 FORI=1TO4
650 N=RND(3)+1:N(I)=N
660 PRINT:PRINT;N;" ";P$(I)
670 NEXTI:PRINT:PRINT
680 PRINT"PRESS RETURN TO PLAY"
690 INPUTX$:CLS:RETURN
700 DIM P$(4),N(4),G(4),G$(5)
720 FORI=1TO4:READP$(I):NEXTI
730 DATA"TOES OF NEWTS","EYES OF LIZARDS","ROOTS OF IVY"
735 DATA"BRAINS OF BATS"
740 H$="━━━━━━━━━━━━━━━━━━━━"
750 FORI=1TO5:G$(6-I)=MID$(H$,I,I+20)
760 NEXTI:GD=1
770 RETURN
```

Here's a short Assembly Language Program for those who have an Editor Assembler. This program uses the SHIFT-C key to enable the TRON function. The TRON function helps the user to find bugs within a program by printing the line numbers as they are being executed. If you are using the DSE Editor Assembler then set the (O)rigin to :-

```
63240 - 34K RAM
53183 - 24K RAM
47036 - 18K RAM
36796 -  8K RAM
```

You will have to do this before you assemble it. After you have assembled the program, save a copy of the OBJECT program. Reset the computer, load in the OBJECT program and type <NEW>. Now type in POKE 30845,195 to activate it. Now you can hit the <SHIFT-C> key to activate TRON and <SHIFT-X> to de-activate it, even while the program is running!

```
001 STRT PUSH HL
002      PUSH AF
003      LD   HL,INT
004      LD   (30846),HL
005      LD   HL,STRT-1
006      LD   (30897),HL
007      POP  AF
008      POP  HL
009      JP   1A19H
010 INT  PUSH AF
011      PUSH BC
012      PUSH DE
013      PUSH HL
014      LD   A,(68FBH)
015      OR   243
016      CP   243
017      CALL Z,TRON
018      LD   A,(68FBH)
019      OR   249
020      CP   249
021      CALL Z,TROF
022      POP  HL
023      POP  DE
024      POP  BC
025      POP  AF
026      RET
027 TRON LD   HL,31003
028      LD   (HL),173
029      RET
030 TROF LD   HL,31003
031      LD   (HL),0
032      RET
```



"How about that! Cranston suffers from abnormally low biorhythms! All this time I thought he sent out bad vibes."

EXTENDED BASIC FOR THE VZ200/300

[redacted] we mentioned that the VZ was compatible with some other machines, in that it uses a Z80 CPU, and implements Microsoft BASIC as its operating system. This meant that programs from other micro's, such as the old TRS-80 and System-80 would need little modification to run on a VZ (except for graphics of course). However, some more complex programs were not compatible because they used some or all of the Level II Microsoft commands not implemented on the VZ.

This is no longer a problem however, thanks to a very useful piece of software from Steve Olney, a familiar VZ 'hacker' to most. 'EXBSV2.5' as it is called equips the VZ200 or 300 in any configuration, with an extra 26 functions!

Despite the fact that these extra commands were still present in the ROM of the VZ, they were left 'dormant', not available to the BASIC programmer, until now that is. The Extended BASIC program is loaded on to your VZ from tape or disk, and locates itself at the top of memory, resetting the TOM pointer about 1600 bytes lower than usual. Loading takes only a few seconds with the disk version (less than a minute with tape), and apart from the extra functions provided, the user would be unaware of its presence.

The program gives your VZ 25 extra functions, comprising of six system commands, including AUTOmatic line numbering, trace functions and DELETE. Also, some eleven new BASIC statements are provided, such as ON-GOTO/GOSUB, RESUME and variable definitions just to name a few. Nine extra BASIC functions are given, including variable conversions, and the very useful VARPTR. All of these commands, except two, are supported by the ROM of the VZ, merely being 'activated' by the software. The other two, MERGE & RENUM are supported completely by the software itself.

The fact that the routines for the commands are already inside the VZ gives this extended BASIC one huge advantage over similar packages offered on other micro's - the new commands, once they have been placed into a program using EXBSV2.5, (!) will RUN on any VZ, even without having to re-load it! There are two minor exceptions - ON and ERROR. This arises as a result of the fact that SOUND replaced these commands in the VZ's creation (SOUND is not a standard Level II command).

Overall, the program is both impressive and very useful. It's a must for anyone thinking of using TRS-80 or System-80 programs, and will come in very handy for any BASIC program. Unlike other pieces of software, this one should appeal to both game-players and serious hobbiests! EXBSV2.5 is available for $15 for the tape version, or $22 for disk, from: Steve Olney, 200 Terrace Rd., North Richmond 2754.

if you have something special you'd like us to review, let us know!

DISK DRIVE HINTS AND TIPS :- By Joe LEON

Hints for the VZ abound while ones for the disk drive are few and far between. Here are some you may find usefull.

How many times have you Run a program without SAVING it first and lost it all because the VZ or drive hung up. Fear not, there is a simple solution. Just add a couple extra lines to your program. The trick is to SAVE your program regularly.

```
1500 ERA"FILENAME"
1600 SAVE"FILENAME":CLS:DIR
```

The first time you save your program you would use line 1600 :-

```
GOTO 1600
```

This will SAVE your program, clear the screen and show you the DIRECTORY. Then at regular intervals type in :-

```
GOTO 1500
```

Provided you a have disk in the drive line 1500 will ERASE your program while line 1600 will SAVE an updated version of your program.

Instead of line 1500 and 1600 any line number of your choice can be used.

The golden rule is always SAVE before RUN.

Most Dos commands can be used from within a program, but the DOS manual fails to inform you of the correct syntax. EG :-

100 IFA$="D"THENDIR : This will not work although it's correct for BASIC, but not for the DOS.

100 IFA$="D"THEN:DIR : A colon (:) must be added between THEN and DIR for it to work. The same goes for most other DOS commands.

BREAK :- Although there's a BREAK function for basic the DOS Manual again fails to inform you of the DOS version. It could'nt be simpler. Just use the BREAK (-) MINUS key by itself without CTRL key. It will get you out of some problems but not all.

Anyone with any hints for the disk drive please let us know so we can share with other users.

HARDWARE AND FIRMWARE FOR SALE.

VSOFTWARE2, 39 Agnes St., TOOWONG, QLD. 4066.
AUSTRALIA. 'phone (07) 371 3707.

Unlike our software prices, these prices do NOT include postage. Always include extra money and we will send you back any surplus money in the parcel or credit it for future LE'VZs, if you are an OOP. Prices in Australian dollars atlst. of May, 1987. Items available while stocks last. NO warranty on USED items.

VZ data recorder	used	$ 30.00.
GP100 printer ribbons	new	$ 22.00 for two.
These are not the exact type, but a few minutes fiddle.		
VZ200 rubber membrane keys	new	$ 18.00 each.
VZ300 rubber membrane keys	new	$ 18.00 each.
C10 blank tapes	new	$ 6.50 for five.
C20 blank tapes	new	$ 7.00 for five.
Floppy discs NASHUA DOSS	new	$ 18.00 for ten,
bulk, so they are not in packs.		
VZ300 & p/pack & manual	used	$ 50.00.
BOOKS.		
VPROGRAMMEZ-VZ-VZ	new	$ 18.50 each.
postage is included.		
BASIC Easier and Faster TRS80	new	$ 10.00 each.
Lewis Rosenfelder.		

CITIZEN 120-D Printer new $490.00 including sales tax.

We are now Agents to sell this printer. It is the best printer in its price range. As you can see elsewhere in this LE'VZ, I have printed just a few of its printer/font styles.

Its recommended price is $586.00 s/tax included. There is a 12 month warranty, backed up by DATATRONICS who are in most capital cities in Australia, so if problems should occur, the unit need only be sent to the nearest centre. Cartage costs are of course extra, paid by the purchaser, so include about $20.00. for this.

SOFTWARE FOR SALE FROM VSOFTWAREZ

39 Agnes St., TOOWOMB. QLD. 4066. AUSTRALIA. (07) 371 3707.
MAY 1987.

All prices are correct at time of printing, but may change without notice. All articles available while stocks last. All prices in A$.

All tape software includes postage up to four tapes.

When ordering software, always state :- which computer VZ200 or VZ300, if you have an expansion RAM unit , and if you have a disc drive system connected or denote as below.

VZ1 = unexpanded VZ200. VZ2 = unexpanded VZ300.
VZ3 = expanded VZ200. VZ4 = expanded VZ300.

IE. TB15 = Tape only unit of B15. DB5 = Disc only unit of B5.
T/DE4 = Tape or Disc unit available of E4. TU4 = unit only available on Tape of U4. DU22 = unit only available on Disc of U22.

The price stated is for a Tape unit. If a Disc unit is required, add $5.00. to the Tape price. The price of a Disc unit is as stated.

We now accept BANKCARD and VISACARD, as well as bank, building society, credit union, private cheques, or Aust Post money orders.

Make cheques payable to J.D'ALTON or VSOFTWAREZ.

NEW SOFTWARE

T/DU49 VZ-EPSON P/PATCH. $ 15.00. VZ1-VZ4.

Larry Taylor's new M/L unit. It allows Epson or Epson compatible printers to LPRINT or LLIST all of the VZ's inverse and graphic characters. These same characters can also be dumped to the printer from the LO-RES screen in the COPY mode. In MODE(1), use of the COPY command will also dump the HI-RES screen to the printer.

COPY,n, allows a range of 4 to 8 to be selected to allow for varying line feeds for different printers. The utility adjusts for any size VZ memory. It also prints the Extended Basic commands that are used if a programme is written using the Extended Basic utility. Very handy! It can even be used with the Extended Basic utility loaded. A second command, LTAB(n), allows a left margin from 0 to 31 to be selected. This is for <LLISTing> a BASIC programme.

D/T644 MONOPOLY V2.00 $17.00. VZ3.

This new version from Scott LeBrun replaces his two other units, D/T63 and D/T639. You have the option to play the VZ and/or up to eight players.

D/T645 MONOPOLY V2.0 $19.50. VZ4.

This new version from Scott LeBrun replaces his two other units, D/T63 and D/T639. This is identical to D/T644 except that it includes a high resolution display of the Monopoly board. You have the option to play the VZ and/or up to eight players.

Scott will replace Tape versions of T63 and T639 with T/644 for people who have purchased those, but please include money for postage.

Mr.S Le Brun, 5 Cameron Court, WANTIRNA. VIC. 3152.

EXISTING SOFTWARE

D/TU2	EDITOR/ASSEMBLER	$ 20.00.	VZ3-VZ4.
D/TB1	CASH BOOK LEDGER	$ 20.00.	VZ3-VZ4.
TU4	COLOUR GRAPHICS	$ 10.00.	VZ3-VZ4.
D/TE1	KEYBOARD	$ 8.00.	VZ1-VZ4.
D/TE2	WORDMATCHING	Deleted.	
D/TE3	MEATPIES	$ 10.00.	VZ3-VZ4.
D/TU3	UTILITYS	$ 15.00.	VZ2-VZ4.
TU5	WEAVING DRAFTS	$ 10.00.	VZ1-VZ4.
D/TE4	MATHS COUNTDOWN	$ 10.00.	VZ3-VZ4.
D/TE5	COORDINATES	$ 10.00.	VZ2-VZ4.
D/TE6	TOWER of HANOI	$ 8.00.	VZ1-VZ4.
D/TE7	MICROSCOPE	$ 8.00.	VZ3-VZ4.
D/TE8	BLOCK PUZZLER	$ 10.00.	VZ1-VZ4.
TE20	PLUS and MINUS	$ 10.00.	VZ1-VZ4.
TE24	MATHS	$ 15.00.	VZ3-VZ4.
TE25	QUEENSLAND	$ 10.00.	VZ1-VZ4.
TE27	EUROPEAN CAPITALS	$ 10.00.	VZ1-VZ4.
TE30	CAMPING	$ 10.00.	VZ1-VZ4.
D/T62	MANSION and NOVA	Deleted.	
D/T63	VZ MONOPOLY.	Deleted.	
TU12	SEARCHTAPE	Deleted.	
D/T613	SCOTLAND YARD	$ 12.50.	VZ3-VZ4.
DB4	LE'VZ D'BASE	$ 98.00.	VZ3-VZ4.
TB15	DATABASE-VZ	$ 25.00.	VZ3-VZ4.
T635	HAUNTED MANSION	$ 12.50.	VZ3-VZ4.
TU6	VZ EXTENDED BASIC	$ 20.00.	VZ1-VZ4.
TU7	PROTECT	Deleted.	
TU8	CMERGE/DELETE/REN	$ 12.50.	VZ3-VZ4.
TU9	MONITOR DEBUGGER	$ 25.00.	VZ1-VZ4.
This new version finds VZ memory size itself.			
TU10	EXTENDED BASIC	$ 12.50.	VZ3-VZ4.
TU11	ARRAY/RESTORE	$ 14.95.	VZ3-VZ4.
You must have TU10 to use TU11.			
D/TU12	FILESEARCH	Deleted.	
DE1-8	EDUDISK	$ 50.00.	VZ3-VZ4.
T/DE9	MEATPIES V2.	$ 15.00.	VZ3-VZ4.
TU18	LOAD XXBO FILES.	$ 20.00.	VZ1-VZ4.
This new version finds VZ memory size itself.			
T/D636	BLACKJACK.	$ 20.00.	VZ3-VZ4.
T/D637	POKER MACHINE.	$ 20.00.	VZ3-VZ4
T/D638	WORDSQUARES.	$ 10.00.	VZ2-VZ4.
T/D639	COMPUTER MONOPOLY.	Deleted.	
T/D640	TRIVIAL CULT.	$ 15.00.	VZ2-VZ4.
T/D641	SCOTLAND YARD 2.	$ 15.00.	VZ3-VZ4.
DB5	LE'VZSTATEMENT.	$185.00.	VZ4.
DB16	CHEQUE LEDGER D.	$ 60.00.	VZ3-VZ4.
D/TU19	COPY/PROTECT.	$ 30.00.	VZ1-VZ4.
DU20	DISC GUARD.	$ 60.00.	VZ1-VZ4.
T/DU21	VZ-EPSON PRINT/P.	Deleted.	
DU22	DISK COPY.	$ 10.00.	VZ1-VZ4.
D/TU48	FILESEARCH.	$ 10.00.	VZ1-VZ4.

CONTINUED OVER PAGE

NEW SOFTWARE

D/T642 AIR TRAFFIC CONTROLLER. $20.00.VZ3-VZ4.
This game was previously sold by DSE. A very good Low Res. game which allows you to control the arrival and departure of various types of aircraft at a busy airport. Complete with instruction manual.

D/T643. LEARJET. $20.00. VZ3-VZ4.
Another game previously sold by DSE. It is a more complicated Low Res. game whereby you pilot a Learjet around Australia. Also complete with instruction manual.

DB46. QUICKWRITE. $40.00. VZ3-VZ4.
This M/L unit is a WORDPROCESSOR for disc use only, as the data is (SAVEd) automatically to disc after a number of lines have been typed if required. Back-up to tape is catered for. Many of the usual options are allowed. Paste, Cut, Find & Replace, Copy, Insert, Vol, Label, Format, Status etc. Also various printer controls are selectable. An instruction manual is included. A register is kept of purchasers who will be kept up to date with new and different versions.

DU1 CONVERT2. $ nil. VZ3-VZ4.
This unit is supplied FREE to purchasers of QUICKWRITE (DB46). CONVERT2 allows loading of E&F W.P. tape files and saves to disc for use with QUICKWRITE.

DU47 DISKOPS1. $10.00. VZ3.
This utility allows M/L programmers using the DSE. Editor Assembler, to save and load their source code to and from disc. Tape must still be used to save object code.

DU47A DISFOPS2. $10.00. VZ4.
This is the same as DU47, but as these two units are NOT re-locatable, you must specify which you require, DU47 or DU47A.

D/TB54 GOLF $15.00. VZ2-VZ4.
This game is suitable for one or two lazy "Norm" golfer/s or for those who can't get to a golf course. You select the type of club, angle and power of hit so that the VZ works out where the ball travels, which is seen in High Res. You see the ball moving hopefuly clear of water, bunkers and trees etc, which are all in colour.

D/TB53 GALACTIC EMPIRES. $15.00. VZ2-VZ4.
You are the Emperor of a single star system and you must expand your empire and dominate the universe. Play against other players and/or the VZ. A good Low and High Res. game.

D/TE10 SNERTLE. $10.00. VZ2-VZ4.
An educational unit which allows you to practice -, +, *, and / (divide). There are four levels of skill. Snertle the worlds smartest turtle praises correct answers and gets embrassed by wrong ones. No scoring, only a percentage readout when you choose to Quit. The higher the percentage the better the result.

D/TB51 BLOCK 1. $15.00. VZ2-VZ4.
A High Res. game similar to DSE.s Super Snake, but two players can play it.

D/TB52 SOLO BATTLESHIPS. $15.00. VZ2-VZ4.
A Low and High Res. game. You try to work out the position of three enemy battleships and destroy them, before they get you.

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